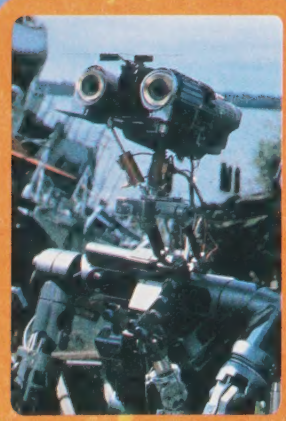
SHORT CIRCUIT™

STICKER ALBUM



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PANINI

20p.

SHORT CIRCUIT™

ABOUT THE FILM

When a super-technology outfit like NOVA manufactures military robots of devastating capability, and one of them accidentally develops a mind and personality of its own, that sounds like a good story. When 'it' becomes 'he', and shows up as a likeable – no – **lovable** character, then it's a **great** story. And **SHORT CIRCUIT is** a great story, make no mistake! You can laugh with Number Five when he's up to his zany tricks, gasp when he's in peril – as he often is. You can feel for Stephanie, the girl who befriends him, and sympathise with Newton Crosby, his inventor, who can't quite figure out how a **machine** can come to life! Then you can hiss at Skroeder, the mindless oaf of a security officer whose answer to any problem seems to be 'destroy'. You can sneer at Marner, the forever-panicky NOVA director. If that's not enough, how about Ben, Crosby's language-mangling assistant?
And just **wait** till you get to the seat-gripping climax!

MAIN CHARACTERS

Stephanie Speck ..... ALLY SHEEDY
Newton Crosby ..... STEVE GUTTENBERG
Ben Janituya ..... FISHER STEVENS
Howard Marner ..... AUSTIN PENDLETON
Skroeder ..... G.W. BAILEY
Frank ..... BRIAN McNAMARA

Directed by JOHN BADHAM
Produced by DAVID FOSTER and LAWRENCE TURMAN
Written by S.C. WILSON and BRENT MADDOCK
Executive Producers MARK DAMON and JOHN HYDE

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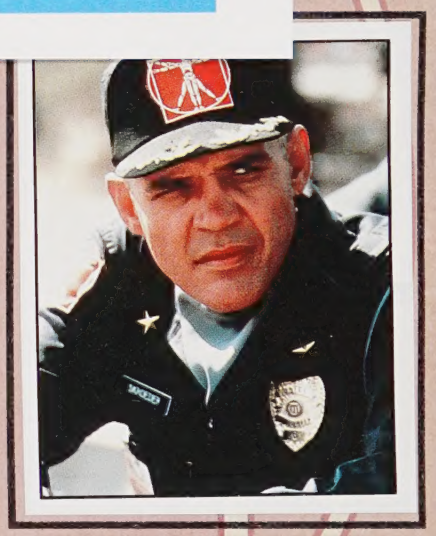
3 – CROSBY

4 – BEN



5 – SKROEDER

6 – MARNER

7 – FRANK

20p.

SHORT CIRCUIT™

·ORDER·FORM·

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CUT ALONG THE DOTTED LINE

as a likeable – no – **lovable** character, then it's a **great** story. And **SHORT CIRCUIT** is a great story, make no mistake! You can laugh with Number Five when he's up to his zany tricks, gasp when he's in peril – as he often is. You can feel for Stephanie, the girl who befriends him, and sympathise with Newton Crosby, his inventor, who can't quite figure out how a **machine** can come to life! Then you can hiss at Skroeder, the mindless oaf of a security officer whose answer to any problem seems to be 'destroy'. You can sneer at Marner, the forever-panicky NOVA director. If that's not enough, how about Ben, Crosby's language-mangling assistant?
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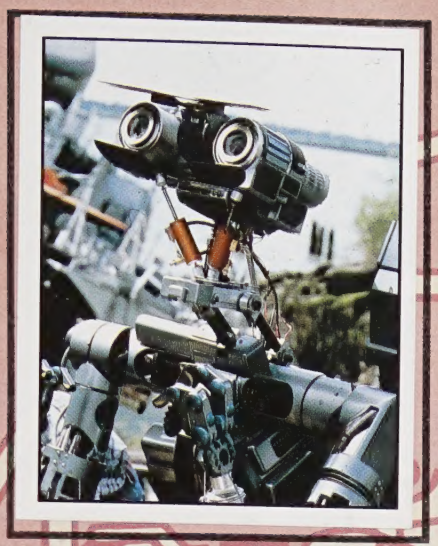
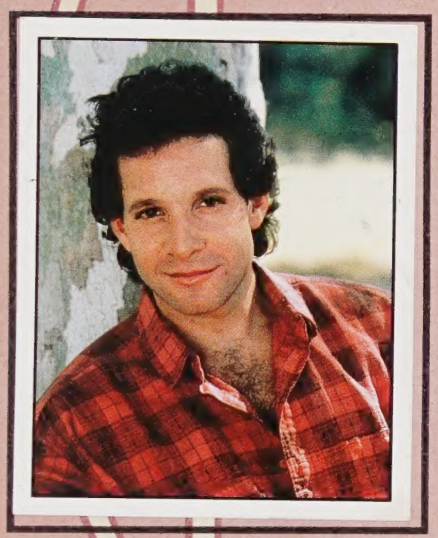


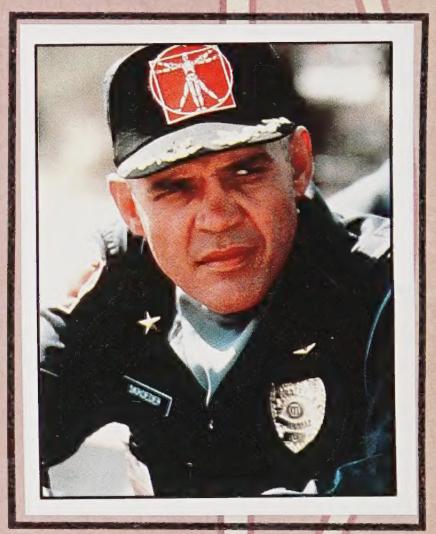
1– NUMBER FIVE

2 – STEPHANIE



3 – CROSBY

4 – BEN

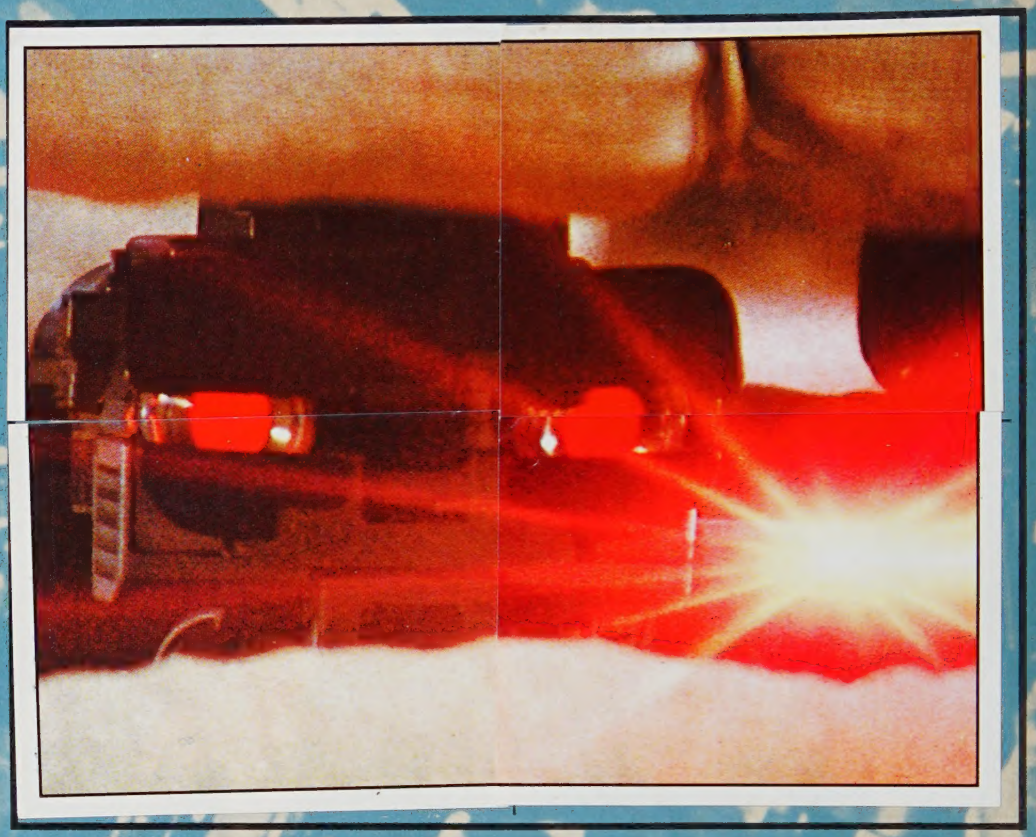


5 – SKROEDER

6 – MARNER

7 – FRANK

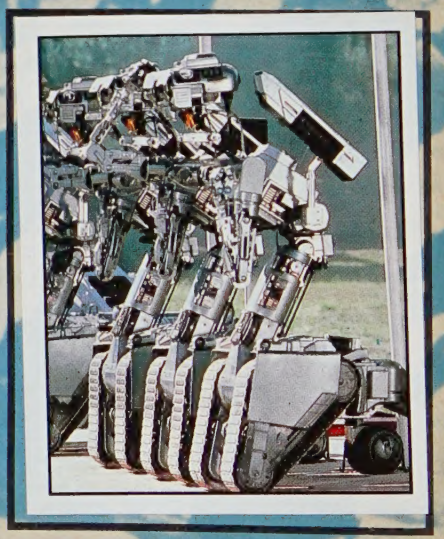
8 – The peace of a summer afternoon is rudely shattered by the sudden rumble of the tank that leads a convoy of military vehicles into view . . .



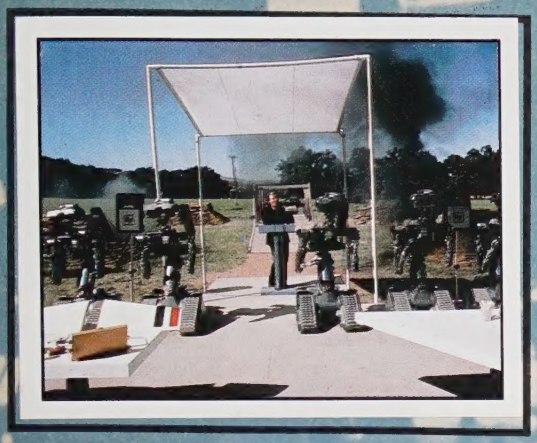
9/12 – Suddenly, from sandbagged emplacements covering the line of advance, robot figures rise into sight! Shutters flick open to reveal eyes that glow dangerously red, and without a single word of command being given, shoulder-mounted lasers blast into action with devastating effect!

13 – Tanks and trucks explode as hit after hit strikes home. Figures tumble headlong from the chaos – but the bodies are no more than dummies!

14 – For this is a demonstration arranged for an assembly of top brass by NOVA Robotics, and Dr Howard Marner, director, explains the project . . .



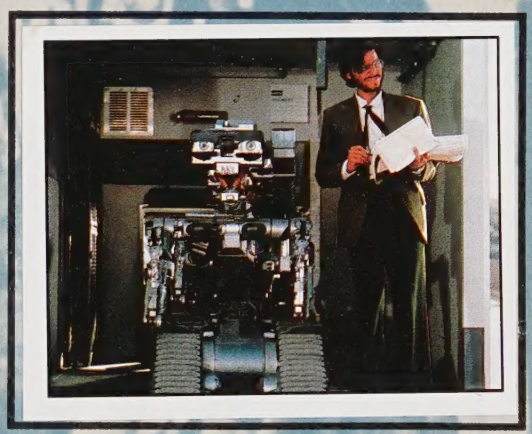
15 – Five robots. Codenamed 'SAINT' – Strategic Artificially Intelligent Nuclear Transport. Object – survival.



16 – "They can go anywhere," says Marner. "From steaming jungles to burning deserts to frozen Arctic wastes." Robots so sophisticated, that . . .

17–18 – . . . not only are they capable of wreaking destruction, they are subtle enough to crush ice and mix ingredients to make a perfect Martini! "A squeeze of lime," intones Robot Number Two, and earns applause and laughter . . .

19 – NOVA Security boss Skroeder is indifferent. For some reason he dislikes the robots. Perhaps he thinks they're smarter than he and his team!

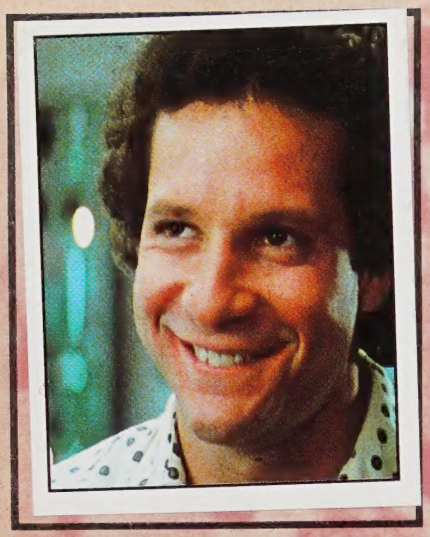


20 – A summer storm threatens, and NOVA's guests head for the reception area. Ben, an assistant project scientist, checks out the robots. . .

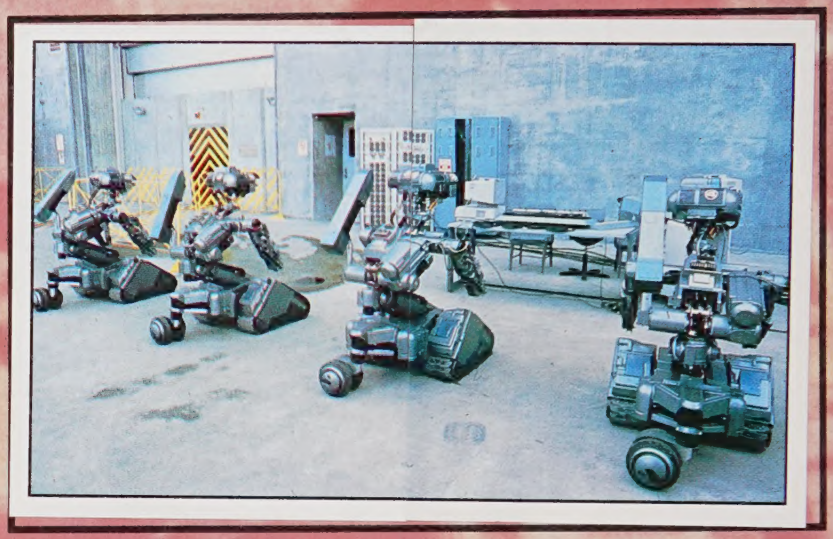
21 – Meanwhile, Ben's boss, Crosby, unwilling to join in the ballyhoo, is fooling in the lab with a computer-controlled, intelligent hand-and-arm.

22 – Ordered to dig Newton Crosby out, Ben arrives. "Come on! You've got to go hobnob with the bigwigs, Newton!"

23 – "Ben, I don't hobnob," replies the robots' creator. "If you like that PR stuff, you go mingle with the brass. Have yourself a ball."



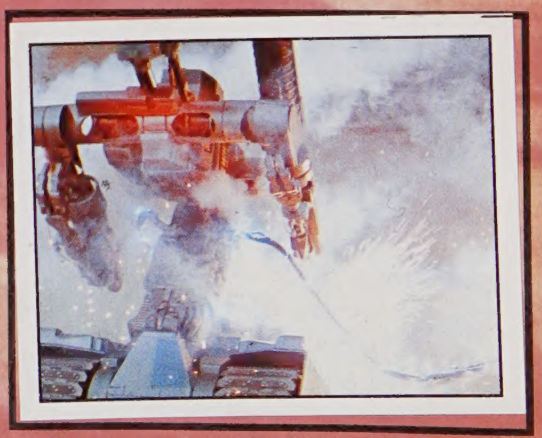
24 – "What do they need me for?" says Crosby. "To tell 'em each robot costs eleven million dollars, and kills . . .



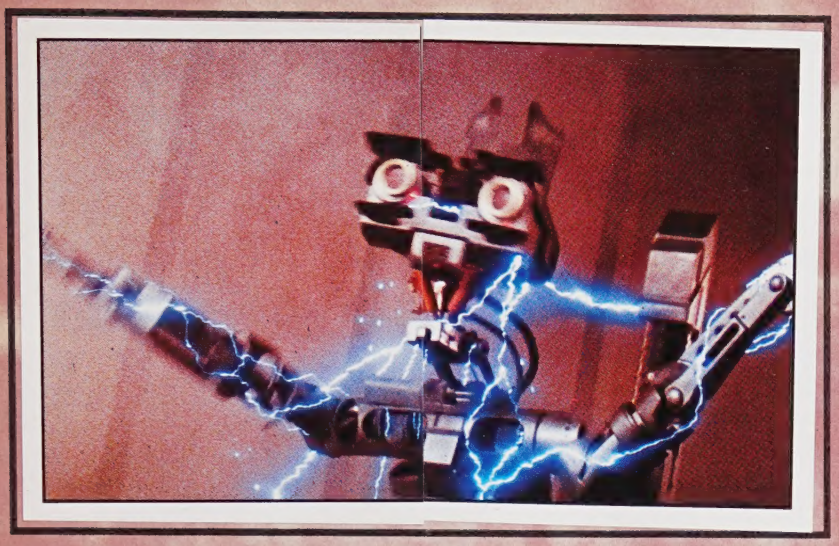
25–26 – . . . people?" But eventually he reluctantly agrees, and the pair make their way to the conference room. Meanwhile, the robots must attend the debriefing station, before they too can make their appearance before the guests.

27–28 – Now, the sky has darkened considerably, and crackling bolts of lightning lance from the ominous thunderclouds over the research station!

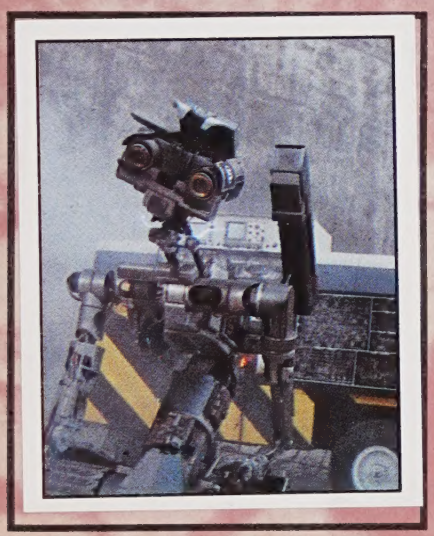
29 – With an appalling noise, a strike hits the laboratory building and goes racing down the wall to power-lines. . .



30 – Flashing from terminal to terminal, super-energy reaches the generator into which robot Number Five has been plugged, and . . .

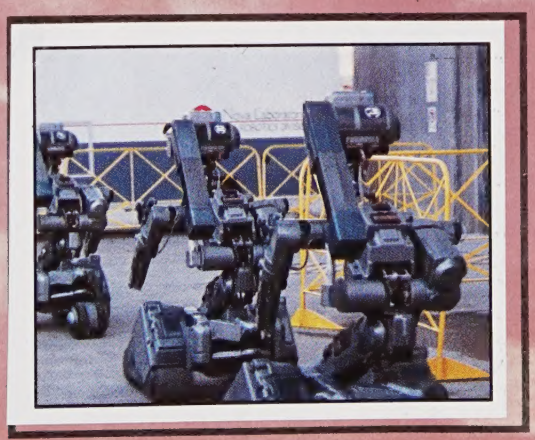


31–32 – . . . within five seconds, Number Five has taken the full blast of the lightning strike! Its whole body jerks like a puppet under the influence of the incredible electrical force, and yet, amazingly, it doesn't blow to pieces!

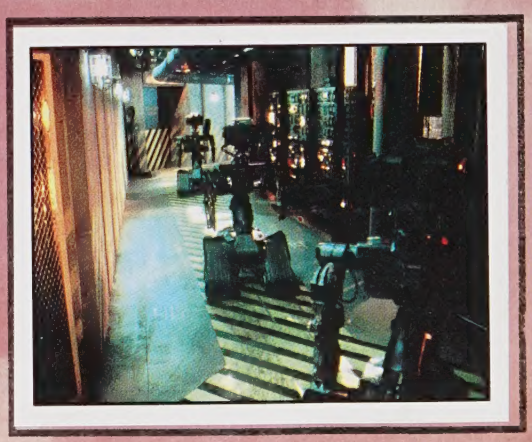


33 – "Oh my God, it's fried!" yells a technician. But far from it! What has happened will prove beyond belief!

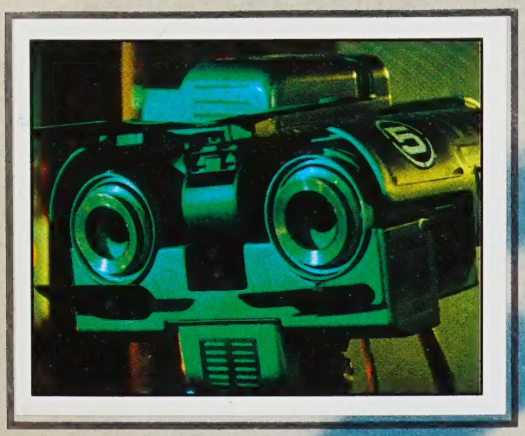
34 – For when the technicians examine Number Five's circuit-panel, they find it apparently in perfect working order!



35 – Greatly relieved that they are not responsible for millions of dollars in damage, the technicians order the robots to the conference room . . .

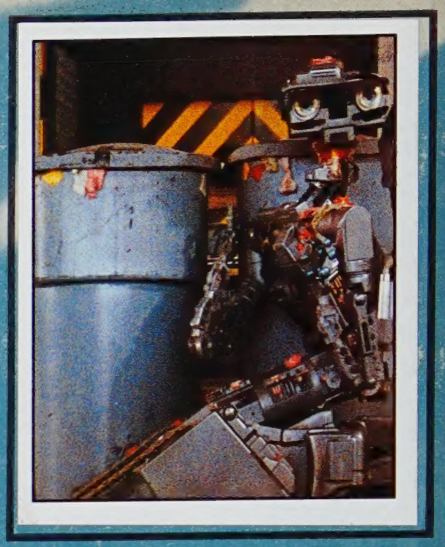


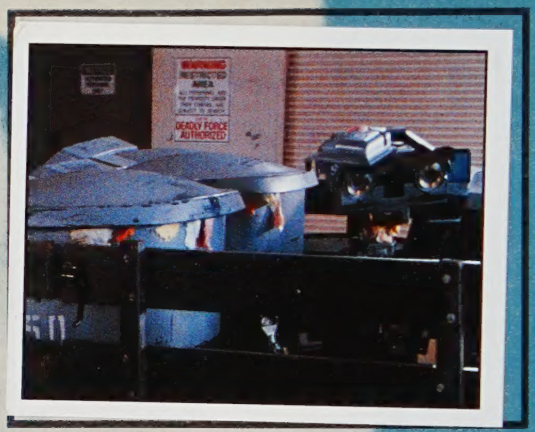
36 – . . . where they have to be on hand to show themselves off and entertain the assembled VIPs. They file off down the corridor together . . .



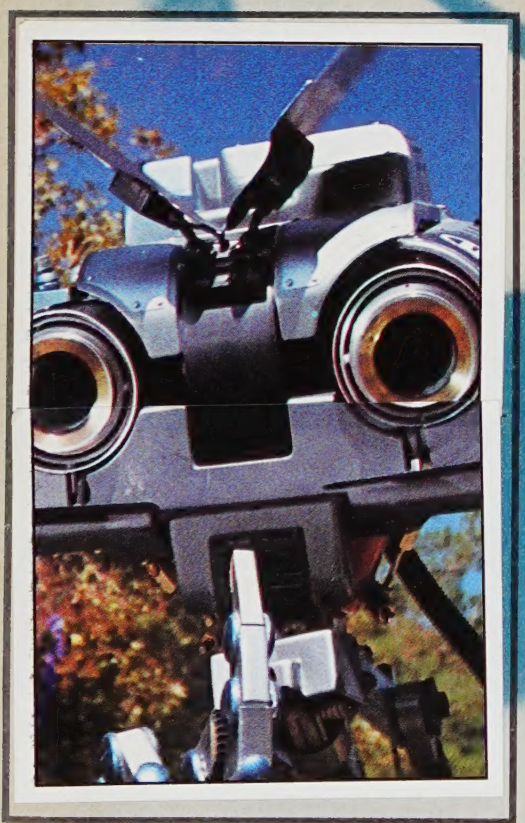
37 – But Number Five, wandering after them, lags back. His head swivels this way and that – and it seems as if he suddenly has a mind of his own!

38 – All at once, he's bumped by a NOVA refuse-disposal robot, propelling a line of dustbins across the corridor . . .

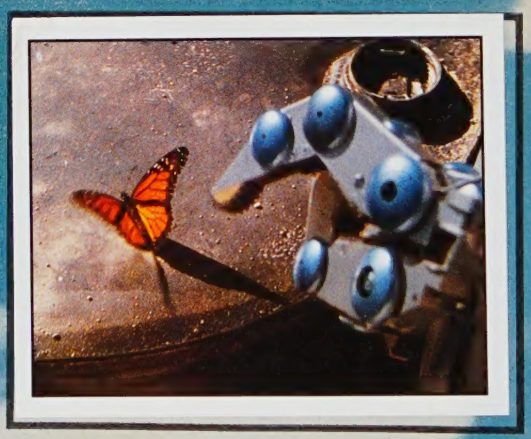




39 – And before he knows it, Number Five finds himself in the back of a civilian contractor's garbage truck! He looks around, wonderingly . . .



40–41 – Suddenly, something catches Number Five's eyes, and the shutter-like lids clack up and down in amazement. "Mmmmmm," he says . . .



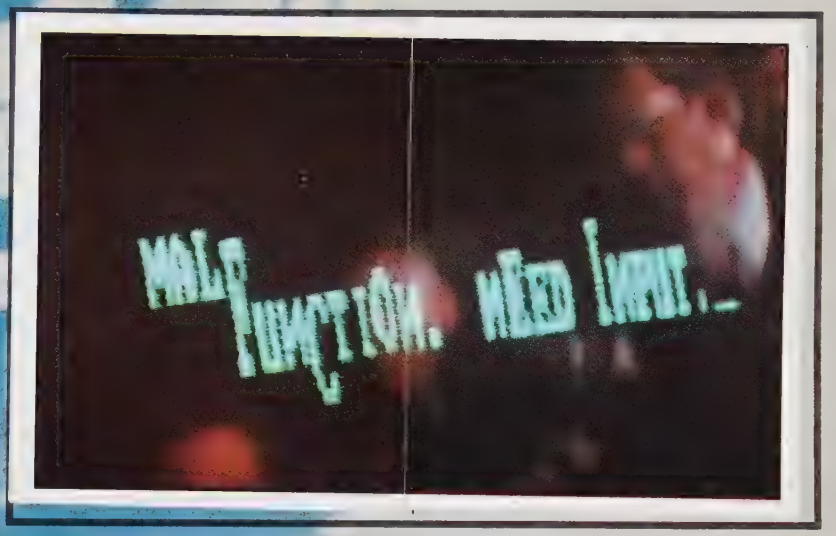
42 – It's a butterfly. And as it alights on one of the trashcans, Number Five gently puts out a finger to touch it. "Mmmmmm," he says again.

43 – The garbage truck reaches the main gate of the NOVA installation, and Number Five sensibly ducks down as the gateman checks it through . . .

44 – As the truck speeds away into the outside world, Number Five gets too inquisitive about his new surroundings – and falls headlong out!

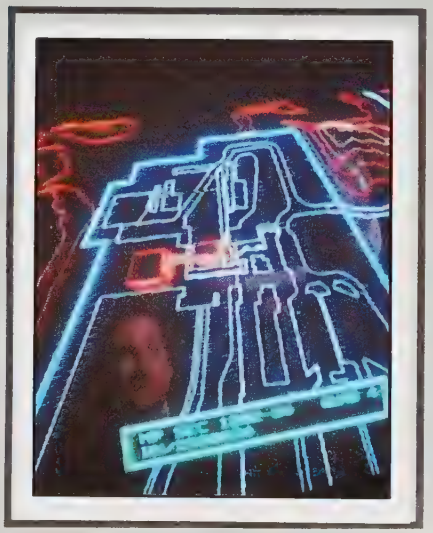
45 – He ends up with an almighty crash across a farmer's fence, but the impact doesn't seem to do him a scrap of harm! "Ooooh! Mmmmmm!"

46 – Number Five comes to the attention of a friendly dog, that licks at his face and sets his eye-shutters jinking!



47–48 – Meanwhile, the NOVA personnel are going crazy. Eleven million dollars worth of military robot on the loose – and all Newton Crosby can punch up on Number Five's video-control is a garbled "MALFUNCTION NEED INPUT . . ."

49 – "This is very strange," says Crosby. "It won't talk to me!" Marner is more jittery than ever. "Shut down power!"

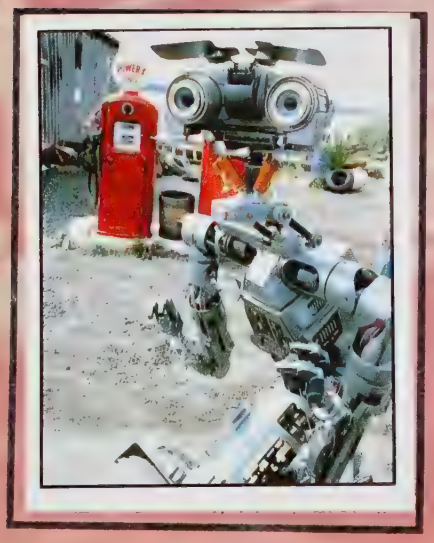


50 – But contact seems to be lost, and it's Skroeder who snaps: "This is crazy. Let me go get it! Me and my boys . . ."

51 – Skroeder would destroy Number Five rather than risk it on the loose. But now Crosby pinpoints its position on an electronic table-map.

52–53 – Meanwhile, Number Five seems to be enjoying himself! A field of cows amuses him, and he refuses to reply properly to commands that Crosby, now in patchy touch, puts to him. At every new thing he sees, he intones "Input!"

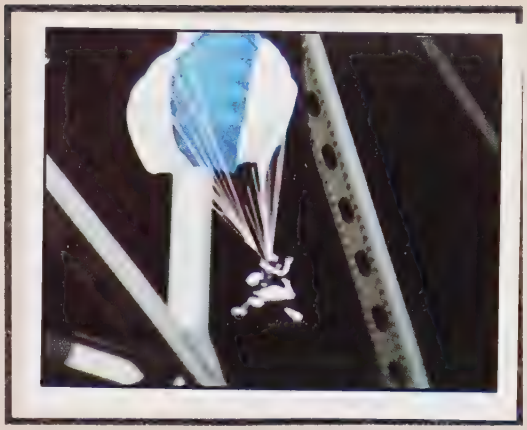
54–55 – And "Input, input" it is when he happens on a pair of unattended petrol-pumps and gets quite peeved when they refuse to answer him! "Report your position," taps in Crosby, but gets nonsense in return. More and more . . .



56 – . . . it looks as though Number Five has developed some definite kind of personality, all of his own!

57 – At last Skroeder gets his way, and looking for action, details his men to get out there and fetch Number Five in – no matter what!

58 – Nervous, for they know Number Five could be dangerous, Skroeder's men give chase. Two of them panic when they find he's in front of them!



59 – They brake, swerve, and accidentally knock Number Five off a bridge! But Number Five uses a parachute to glide down to safety . . .

60 – . . . and lands right on the roof of Stephanie Speck's Snack Shack wagon! Inside, Stephanie hears the bump, but thinks nothing of it . . .

61 – And now Number Five finds himself on an unplanned trip that takes him way out of NOVA's tracking range!

62/65 – Stephanie arrives home to find that her neighbour is worried about Frank. Frank? That's Stephanie's no-good ex-boyfriend, who likes to make a nuisance of himself. "He's round back, and up to no good," says the neighbour, while Number Five watches cautiously from the wagon . . .

66 – Stephanie finds Frank trying to get his hands on Beasley, her dog. He claims the animal's sick; needs a vet.

67–68 – Stephanie won't have it. She knows that Frank wants to sell Beasley to a laboratory. "Get out of here, you *mutation*," she yells.

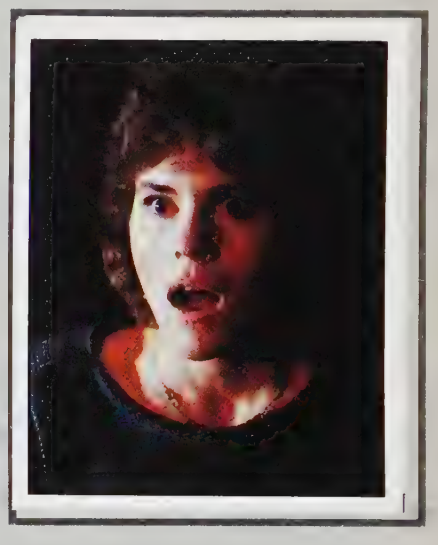
69 – Frank tries to argue. A foolish thing to do, for Stephanie's place is home to scores of stray animals. She grabs a baseball bat, and . . .

70 – . . . Frank wrestles her for it. At last he leaves and Stephanie is left alone with Beasley. Witness to . . .

71 – . . . all of this, Number Five can only look on, intrigued. "Input," he whispers. "Input!" And settles down on the wagon roof . . .

72–73 – Stephanie cuddles Beasley, "Did he scare you, honey? I'm sorry!" She loves animals and has a house full!

74 – That night, she gets a phone call from a friend of hers, and is discussing an animal with her when she hears strange sounds outside!



75 – Thinking it could be Frank on the prowl, she cautiously opens the door. "Is that you, scummo?" she yells . . .

76 – But it's not Frank! It's Number Five, who has found his way into the Snack Shack wagon and is having himself a ball! The *noise* of it!

77 – Number Five hears her hammering on the wagon with her baseball bat, and stops creating havoc for a moment . . .

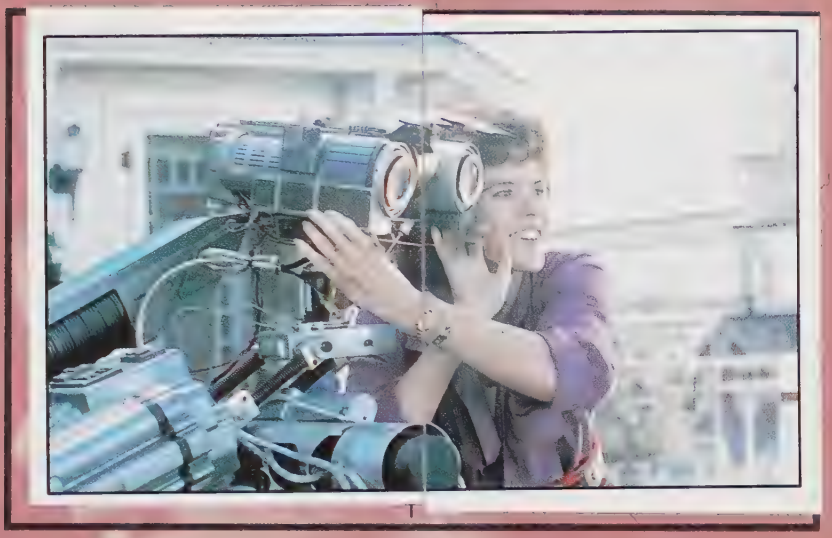
78 – He decides to come out, little suspecting that Stephanie will take him for a visitor from outer space!

79 – At first startled, then delighted that *this* should happen to her, Stephanie takes Number Five inside her house to show him around!

80 – Her pets; a globe of the world; furniture. All the time Number Five keeps asking for "input" and Stephanie is only too glad to oblige!

81 – She shows him encyclopedias – and Number Five reads the lot at fantastic speed. "Input!" he breathes. "More! More!"

82/85 – All night, Number Five watches television, gathering more and more information. He learns Stephanie's name. Then, at sunrise, she takes him outside. "Come on," she says. "There's something I want to show you!" But it seems Number Five hasn't *quite* got the hang of things!



86–87 – "Look! There! See?" She turns him towards the sun. "Ohhh, beautiful! Light bulb!" says Number Five. "No, *sun*," coaxes Stephanie. "Beautiful – no sun," says Number Five . . .

88 – Of course, Stephanie still thinks he's a visitor from another planet. She's flattered, as she puts it, "to be chosen for contact . . ."

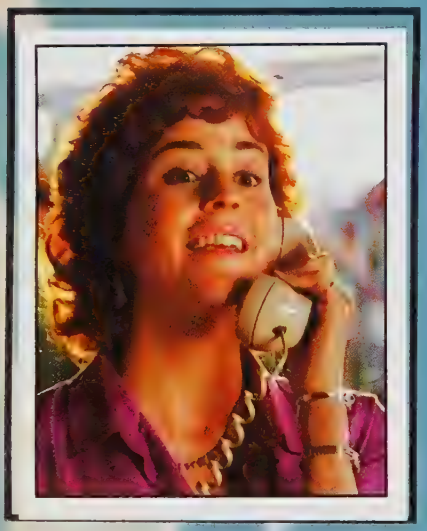
89 – Then Number Five spots Beasley. "Beautiful animal," he says. "Mammal. Canine. Dog. Mutt." And reaches out!

90–91 – Beasley's not so sure about the newcomer, and starts barking. Poor Number Five reels back in surprise, while Stephanie cautions him to be careful, and tries to calm her dog at the same time. And then it happens!

92 – In his haste, Number Five makes one move too many, and goes crashing over the balcony to the ground below!

93 – Horrified, Stephanie races down to where Number Five has fallen! "Are you all right? Oh, please don't be hurt! You okay . . .?"

94–95 – Then she sees it! The identification plate on Number Five that tells her he's only a machine from NOVA Robotics! She's livid!



96 – Angry with herself for jumping to conclusions, she phones NOVA. "I'd like to speak to the head warmonger . . ."

97–98 – At NOVA, it's all systems go. Skroeder gets his men re-mobilised at once. And this time, there'll be no mistake. Whatever Crosby says about his runaway robot, it'll be brought back – in pieces, if absolutely necessary.

99 – "Move, move, move!" yells Skroeder. *"Now,* gentlemen! Today! Let's go!" Anxiously, for they're worried what the security boss might do . . .

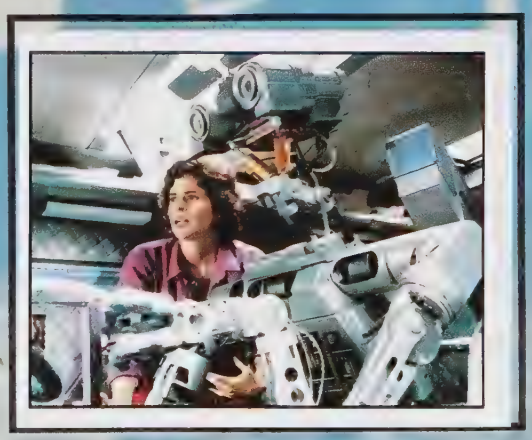
100–101 – . . . Crosby and Ben grab a NOVA truck for themselves and join the convoy. Meanwhile, a NOVA search vehicle gets on its way.

102 – Waiting for them to arrive, Stephanie has to laugh as Number Five sees a grasshopper, and imitates its jumps. "Orthopterous insect!"

103 – But he jumps *on* it! "Re-assemble," says Number Five. "Re-assemble, Stephanie!" She tells him it's impossible. The thing is dead.

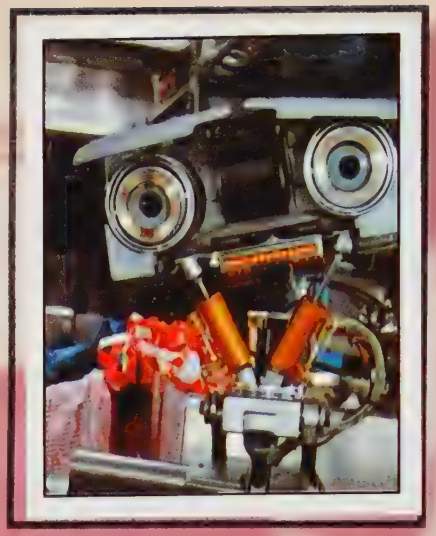
104 – It's at that moment that Number Five realises that disassemble equals death! And when Stehanie says . . .

105 – . . . that NOVA are coming to disassemble *him* he panics and drives off in her Snack Shack! "Come back with my truck, you hunk of tin!"



106 – She manages to get aboard, but she can't stop Number Five! "Escape! No disassemble! Death!" he yells, driving like a crazy demon!

107–108 – The hair-raising ride ends with a wild screech of brakes, and the Snack Shack hanging poised and teetering on the edge of a cliff!

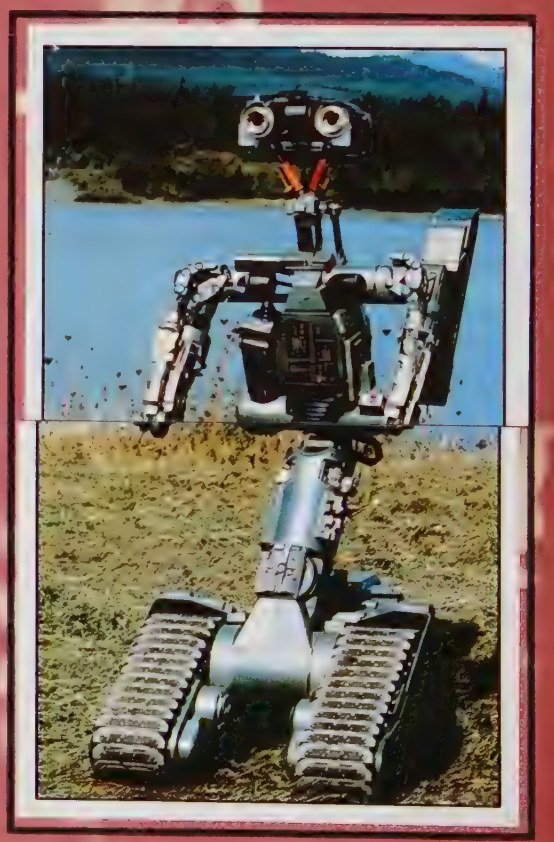


109 – "Why try to escape?" yells the girl. "You're a machine! You can't die!" "Number Five – *alive*," he says.

110 – While Stephanie gasps at Number Five's astonishing claim, Crosby and Ben have picked up the blip and are rapidly approaching the scene.

111 – "There it is," raps Crosby as they pull up. "Girlie, girlie! Come quick! Danger!" calls Ben . . .

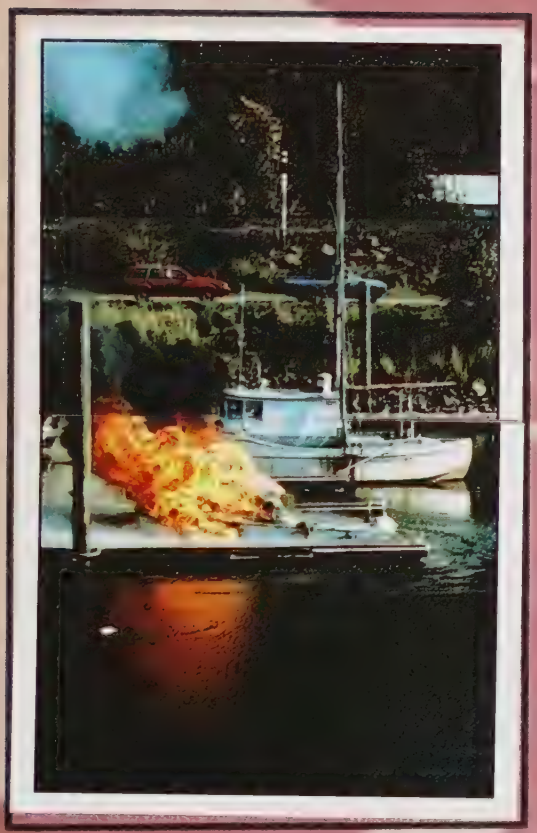
112 – Stephanie tries to tell them what Number Five has said about being alive. They won't listen. So she calls Number Five to come out.



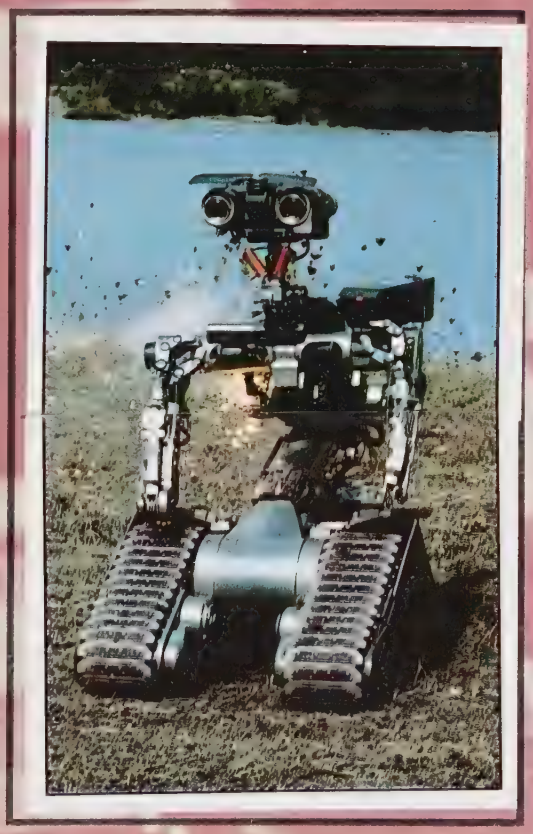
113–114 – He's not too sure. He still reckons he's in danger. "No disassemble," he falters. "Number Five *not* robot! Number Five – alive!"

115 – Before Crosby can even begin to try and understand what's happened, Skroeder and his goons arrive in force!

116 – And without even waiting, the gun-happy security boss gives the command for his heavily-armed troops to open fire on Number Five!



117–118 – Crosby and Ben pull Stephanie to the ground for safety, and, alarmed, Number Five can only retaliate! His laser hits a moored boat . . .



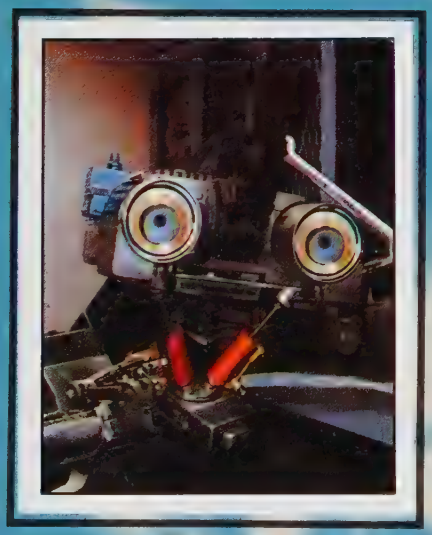
119–120 – . . . behind which some of Skroeder's men have taken cover. But then one of them scores a direct hit on Number Five's right shoulder!

121 – "Stop! Hold your fire!" yells Crosby, before he races towards the stricken Number Five.

122–123 – Number Five's voice dies falteringly away as Crosby snaps up the cover and closes up the operational circuits. "Ste-pha-neeeee . . ."

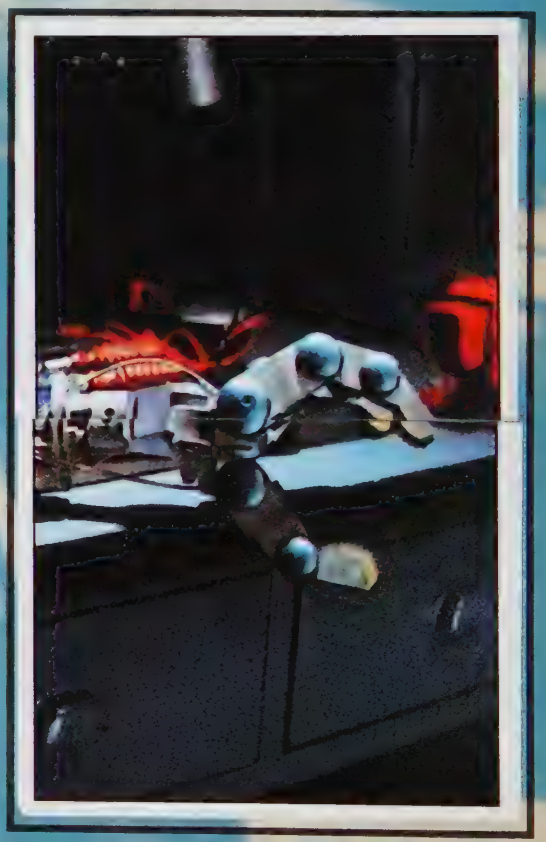
124 – "Oh, Number Five! I'm sorry," sobs Stephanie. And even Crosby looks suddenly glum and despondent.

125 – Silently, they watch as Number Five is put in a NOVA truck with Ben and one of Skroeder's men, and driven away. Stephanie rages at Crosby . . .



126 – But Number Five isn't finished yet! With his eye-shutters, he picks up a spanner and drops it carefully . . .

127 – . . . onto his control-panel button! The two men in the front of the vehicle don't suspect a thing!



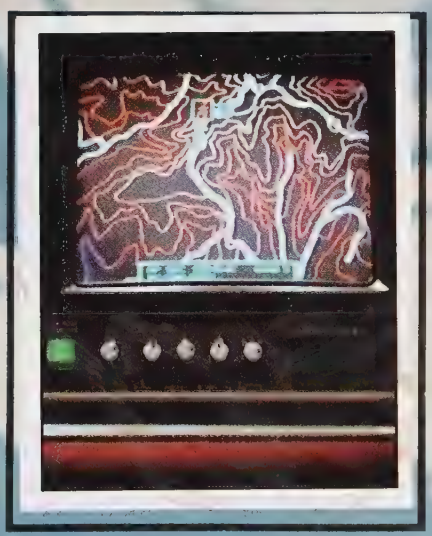
128–129 – Then, deftly, Number Five takes out a spare right arm from the store racks in the van and, discarding the damaged one, clips it on!

130–131 – Ben and the security guard get one heck of a shock as Number Five primes his laser and forces them to stop at the roadside!

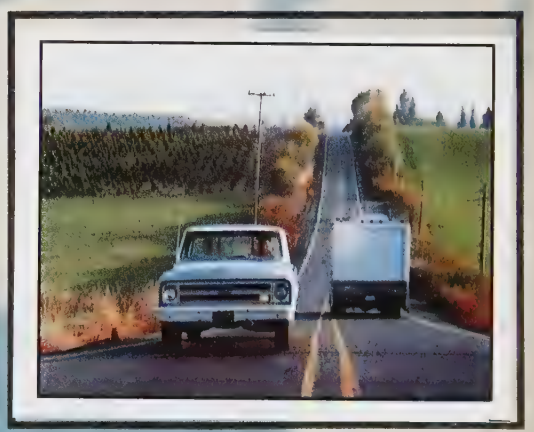
132 – Number Five tears out the driver's seat, tosses it away, slams the truck door and drives off, leaving his former captors utterly aghast!

133 – He drives fast. But alive, as he now most certainly is, Number Five is aware of the danger he's in.

134 – Skroeder will be after him, that's for sure. So how to throw them off the scent and make a complete escape . . . ? His eye falls on . . .



135 – . . . a visual display in the cab, where a bleep is registering – his *own* position! He locates the bleeper.



136 – What should be passing but an innocent farm truck! Signalling to turn off up a side road in another direction, too. Ideal!

137 – Number Five drops the bleeper into the back of the farmer's vehicle. Now Skroeder can go chasing after *that*, and good luck to him!

138 – Meanwhile, it's Crosby who finds Ben, sitting mournfully by the side of the road. Crosby does a double take!

139–140 – "Hi, honey. What is for dinner?" Ben is always getting his words wrong, so Crosby is used to it. "What's cooking, indeed," he thinks.

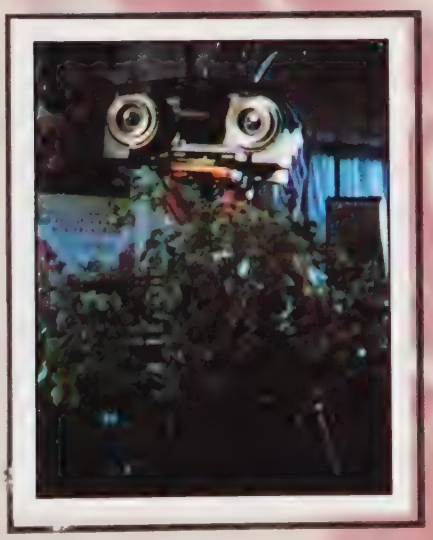
141 – Crosby picks up his partner and heads back to NOVA. He keeps asking himself how Number Five can have done all this, if he's only a machine.

142–143 – By this time, Marner, going bananas, has put NOVA on a Red Alert. And Skroeder, furious at being balked at every turn, demands backup in the form of helicopters to help him hunt down and finally destroy Number Five!

144 – Night falls, and back home, Stephanie is running herself a bath. But there's a ring on the doorbell before she can get into it.

145–146 – It's a team of reporters, from the TV station. It seems Marner has given some of the story to the press, and they're chasing it up.

147 – Stephanie refuses to tell them anything, but in a local bar, that ex-boyfriend of hers sees the interview!



148 – Soon after, Stephanie has another visitor. To her delight, it's Number Five! In a bush! "Camouflage," he says.

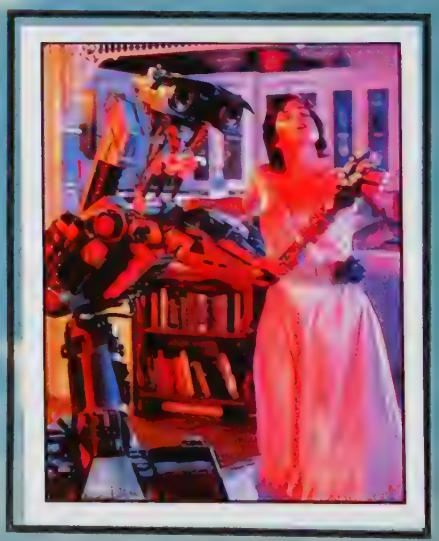
149 – Stephanie finishes her bath, blushing as Number Five calls her 'attractive software'! "You certainly *must* be alive" she laughs.

150 – While she's getting dressed, Number Five switches on the television. It's showing the film 'Saturday Night Fever', so he dances along!

151 – Now he wants Stephanie to join in! "Come on, Steph! Lighten up! Let's give it a whirl," he pleads. Laughing, she agrees.

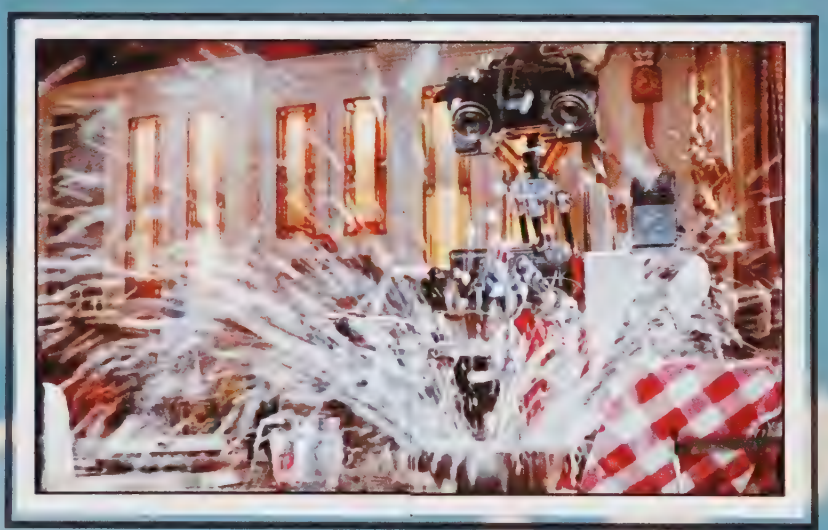
152 – "Hey, you know what? You're not a bad dancer," Stephanie tells Number Five. "A dancing fool!" he replies!

153–154 – Number Five may be giving a good impression of John Travolta, but he still knows that he's in a fix. Stephanie has agreed to let him stay the night, but what happens after that is anyone's guess!



155 – A 'Three Stooges' film replaces the one on the box, so the dancing has to come to an end. It's been fun . . .

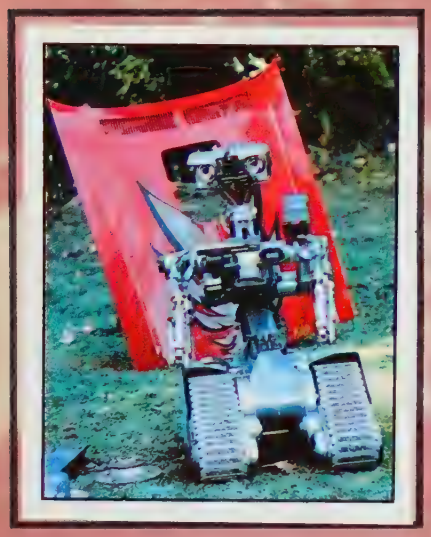
156–157 – In the morning, Stephanie finds an unwelcome visitor at the door. Frank has returned and this time he means business!



158–159 – Meanwhile, Number Five is busy early, making Stephanie breakfast. He isn't very good at it, because he takes all the recipe instructions literally, adding eggs with shells and all! And when it comes to using the *mixer* . . .

160 – Then there's an interruption! Frank is trying to muscle in on the reward that's out for Number Five's return! While he threatens . . .

161 – . . . Number Five nips smartly outside, and with the aid of the owner-manual, disassembles Frank's car – the bully's pride and joy!



162 – "Piece of cake," claims Number Five. But Frank is far from amused! With a wild roar of rage . . .

163 – . . . he goes for Number Five! But Stephanie grapples with him and flings him to the ground! Fighting, they roll over and over by the car . . .

164–165 – . . . until Frank breaks free, grabs up an iron bar, and raises it! Delicately, Number Five raises his laser, primes it, and points!

166 – Frank gasps as the thin beam of light hits the iron bar and disintegrates it, leaving him with the hot stub in his stinging hand!

167 – Then Number Five turns the beam on Frank's boot, and clips the heel off as neat as a whistle! Frank yells . . .

168 – As he staggers to regain his balance, yet another burst of Number Five's laser vapourises the buckle of his belt! He grabs his trousers . . .

169 – Too late! With his pants by his ankles, Frank hops around in fear and anger, swearing to have revenge!

170 – "I'm calling NOVA, and I'm calling the cops," he bellows. "And as for you, you little pain in the neck," he shouts at Stephanie . . .

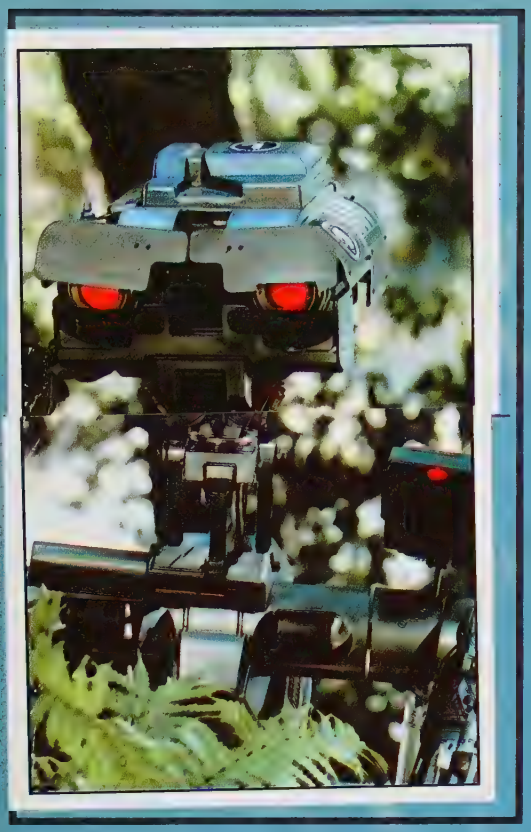
171 – "You better not come crawling to me, because now it's over!" "Good riddance," thinks Stephanie. But now they've got to move fast!

172 – Meanwhile, Crosby and Ben, who've been sacked by Marner, decide to steal a NOVA truck and try to get Number Five back in one piece.

173 – Stephanie has contacted Crosby, saying she has Number Five hidden somewhere. She wants to meet him alone – "for discussions" . . .

174 – The place is the Black Lion Inn, and Ben drops Crosby there. Stephanie tells him: "He's scared of you guys, you know . . ."

175 – Crosby still tries to convince Stephanie that Number Five is only a machine, but the girl knows different, and does her best to argue . . .



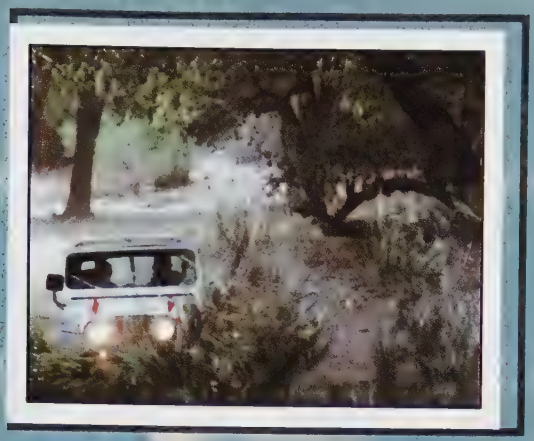
176–177 – Meanwhile, NOVA, who have also staked out the Black Lion Inn, have set three of their other robots to track down Number Five!

178 – Number One tries a laser attack, but the crafty Number Five flings mud in its face and re-programmes it while it's helpless!

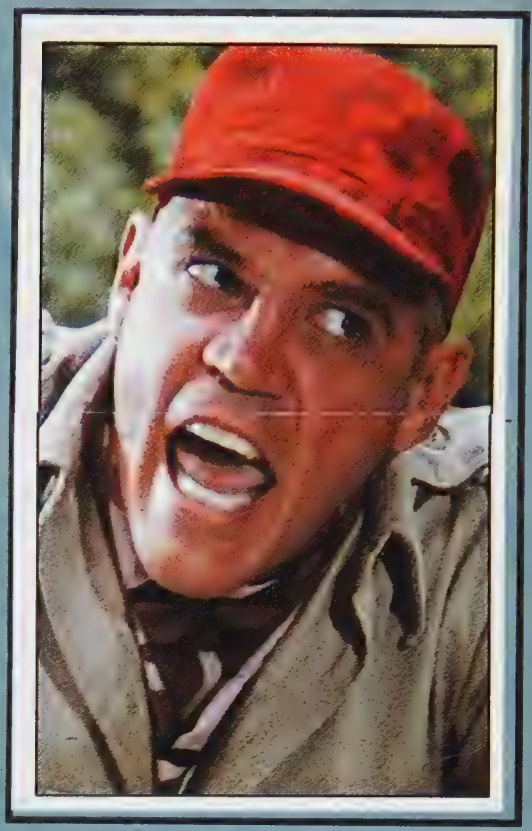
179 – Number Two spots Number Five, and almost gets him! Number Five just manages to quit the shelter of a hut before it's blown to pieces!

180 – Number Five deals with Number Two in the same way – but now it's Number Three that gets the drop on him!

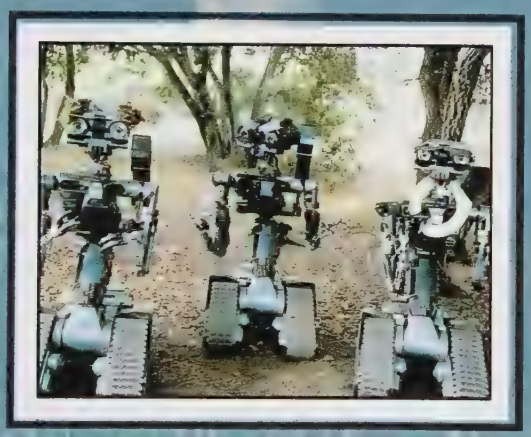
181 – Neatly, Number Five deflects the laser-fire from his enemy, and within seconds, he's turned the tables on that one, too!



182 – Stephanie has left Crosby after a NOVA attempt to grab her. She flees with Number Five, and they block pursuit by felling a tree . . .



183–184 – If Skroeder was mad before, now he's practically tearing his hair! "I have *had* it!" he raves. "This was a precision operation!"

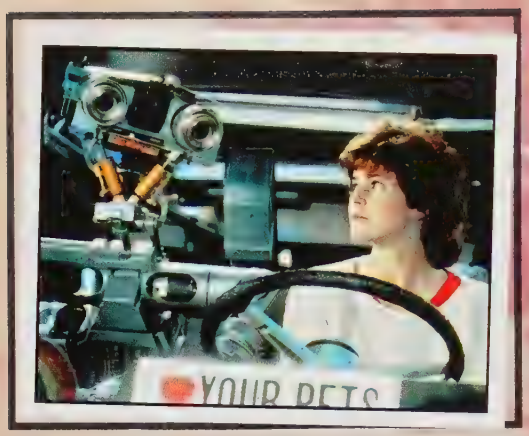


185 – Then the three robots that Number Five re-programmed show up! And begin to go into a daft 'Three Stooges' routine borrowed from the telly!

186 – Crosby – who's with Skroeder, can only gape. He knows Number Five must have done this – but *how* . . ?

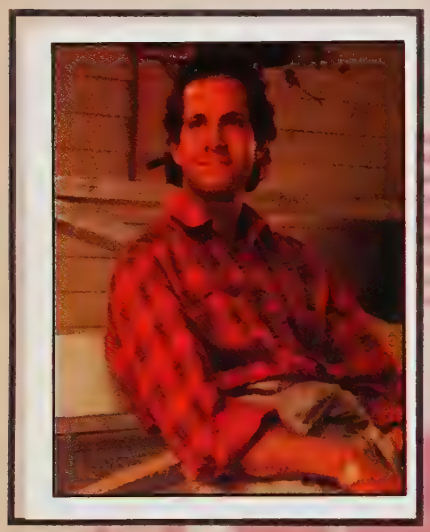
187 – All the NOVA personnel look on in helpless amazement as the robots continue their crazy act!

188 – Well away from the scene now, Stephanie and Number Five try and puzzle out what to do next. She thinks that Crosby set her up . . .



189 – "Next time they mess with us," Stephanie tells Number Five, "blast them! Burn them with your laser!" "Burn?" says Number Five, amazed.

190 – "You mean – *disassemble?*" But Stephanie groans. "I'm sorry, Number Five! I don't know *what* I'm saying!"



191 – Crosby, really fed up, has gone back to the Black Lion Inn. "We were interfacing," he mutters. "And now . . ."

192 – Ben knows that Crosby has fallen for Stephanie in a big way. He tries to cheer his friend up, but – no go.

193–194 – Crosby gets into the truck with Ben, and suddenly the VDU in the cab registers a blip that can only mean Number Five is close at hand!

195 – There's a noise right behind him in the vehicle, and dumbfounded, Crosby whirls round in his seat, to see . . .

196 – . . . Number Five! With his laser armed and pointed! Ben jumps out and takes off as Number Five fires!

197 – The laser-beam hits the radio and smashes it to atoms! "Newton Crosby. No run. No talk. Drive!" raps Number Five. "Today, Crosby! *Now!*"

198 – Obediently (and amused at Number Five's takeoff of Skroeder's voice) Crosby drives to the remote area where Stephanie is waiting . . .

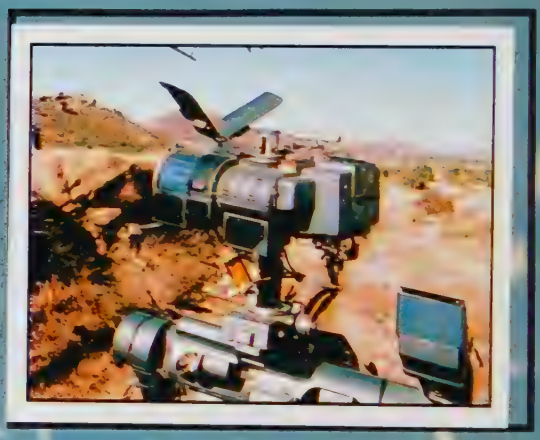
199 – He convinces her he's on their side, and agrees to run tests to see if Number Five *is* as alive as he claims. He starts being convinced.

200 – 201 – While Stephanie sleeps, the questions and answers go on. It's when Crosby hits on the idea of telling a joke, and Number Five sees it, and falls about laughing, that Crosby at last knows for sure! "It's really true . . ."

202 – "Spontaneous emotional response," breathes Crosby. "You are alive! You *are!*" "Whoooo!" roars Number Five!

203 – Stephanie is as overjoyed as Number Five! She hugs him wildly as Crosby looks on, grinning with pleasure. It's a tremendous moment!

204 – 205 – But their happiness is short-lived! As dawn breaks, Skroeder and his NOVA team burst on the scene, and Crosby and Stephanie are both snatched by the determined soldiers! Struggle as they might, they can do nothing!



206 – From the back of their truck, a head pokes briefly up. "There it goes!" screams Skroeder. "Get it!" Guns swing round and start firing!

207 – "Don't shoot! He's alive!" yell Crosby and Stephanie. But it's no use. They can see at once that the odds are hopelessly heavy.

208 – And now, just to make matters all the more certain, comes the clatter of a helicopter gunship to join the chase!

209 – Rocket-fire blasts the terrain. Misses. The helicopter circles – and for one breathless moment, Stephanie thinks that he'll make it!

210 – 211 – But the gunship comes round for another run. And this time, the rockets smash closer and closer to the fugitive! *This time*, there can be no possible escape from the relentless barrage creeping up on the target!

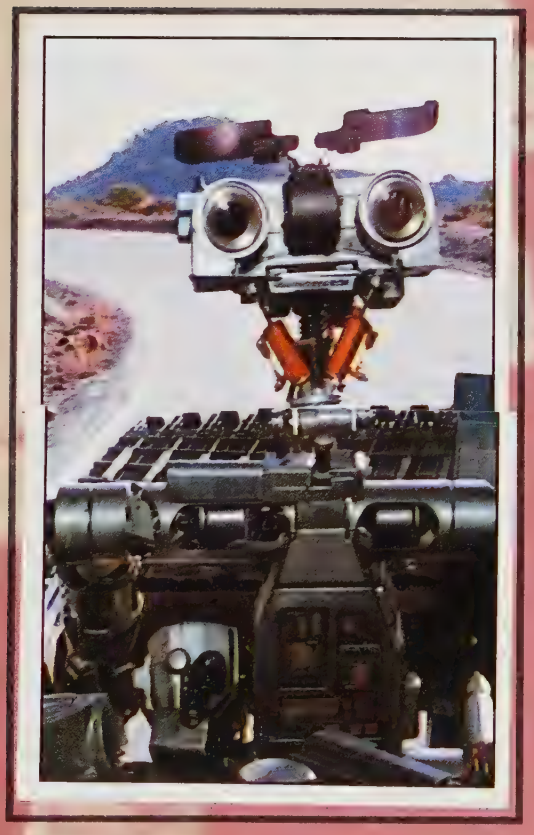
212 – 213 – The shocking impact of the final blast echoes round the mountains, and a fountain of broken, twisted parts erupts from the explosion!

214 – 215 – Stephanie is heartbroken. She sits as though turned to stone. "Get me out of here," she pleads with Crosby. "Just get me away . . ."

216 – Skroeder is jubilant. "Now *that*, my friends," he gloats, "is how you get things done! How about it, Marner?"

217 – Marner is not quite so sure. "Years of research down the tube, and you're as happy as a pig in slop!"

218 – Forlornly, Crosby and Stephanie drive off in the truck. Nobody seems to care or notice they've no right to take the NOVA vehicle . . .



219–220 – Then, incredibly, who should pop up in the rear of the van than *Number Five!* The dead robot was one he'd made from spare parts!

221–222 – And so all three of them make deliriously happy plans to start up a new life in the wilds of Montana, where Stephanie can bring her family of stray animals, Crosby can forget about NOVA, and Number Five can really *feel* alive!

Cystic Fibrosis? what's that?

If you haven't heard of Cystic Fibrosis, that's probably because sufferers can more or less lead outwardly normal lives, taking part in sport, singing, dancing, and generally getting on with life. In fact, because they have breathing and digestion problems, their greater need for exercise often leads them to become regular members of sports teams!

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2. Write your NAME and ADDRESS in CAPITAL LETTERS on a piece of paper. Please write clearly because we cannot send your badge if we cannot read your writing! Put this piece of paper in the envelope with the empty packets.
3. Address the envelope to: **PANINI STICKERS, CF APPEAL, P.O. BOX 522, LONDON, EC1 7QD.**
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